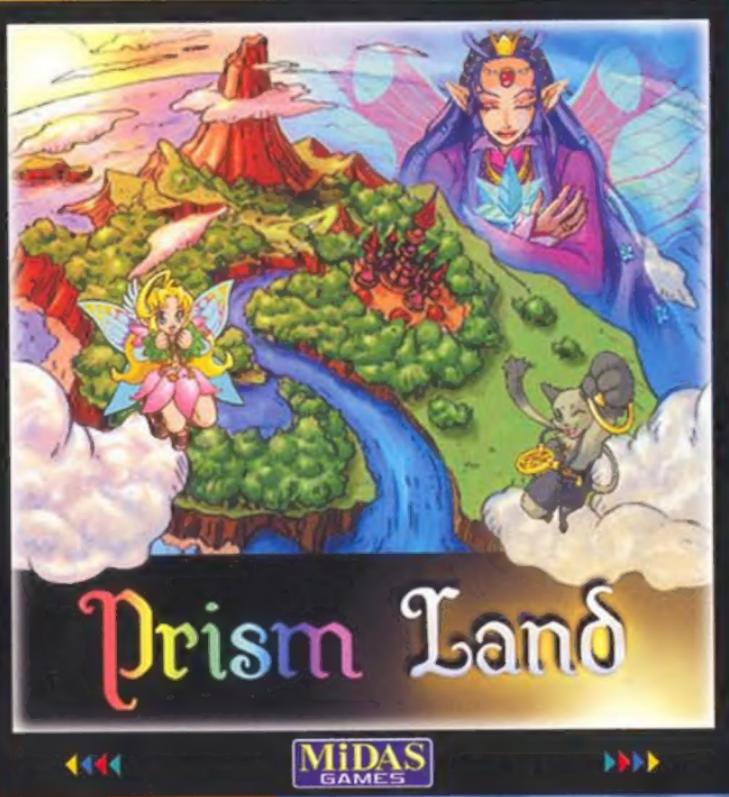




PAL

Pocket
Price
MIDAS



PlayStation®

SLES-03284

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• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-03284

STARTING THE GAME

- Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a disc. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.
- Insert the Prism Land disc and close the Disc Cover.
- Insert game controllers and turn on the PlayStation game console.
- At the Game Title screen press the button. This will display the Mode Select screen. Select Start Game to play a game from the beginning. Use the directional buttons to select, and then confirm.

Introduction

In a place invisible to everyone -

In a place forgotten about by everyone -

There is a beautiful, beautiful world.

The name of that world, inhabited by fairies, is "Prism Land."

Many animals and fairies live there very happily side by side.

They live in peace, thanks to the light emitted by the seven prisms.

Prism Land is made up of seven worlds.

The big world of "The Sky"

The blue world of "The Sea"

The wide world of "Prairies"

The high world of "Mountains"

The long world of "Rivers"

The deep world of "Forests"

In the midst of these worlds also lies the world of "The Castle."

Queen Rilis lives in the castle. She is the mother of all.

Each world has a prism of its own.

Each prism constantly shines, tenderly cared for by Queen Rilis.

In a place invisible to everyone, there is a land inhabited by fairies called "Prism Land"

The Story of Prism Land

Queen Rilis has been kidnapped.

Now that there is no Queen to provide the prisms with tender care, they have lost their lustre and have been hidden.

A dark shadow has fallen over Prism Land.

And so, your challenge is to rescue the Queen, recover the prisms and restore happiness to Prism Land. Let us now embark on our adventure with Prim and Rhythm.

Prim - Player 1

He's working hard to become a wizard cat some time in the future. He's a very earnest tomcat, but kind and will never let anyone be wronged. But just occasionally, he can't be bothered with people. He's considered a bit of a loner and has known Rhythm since they were children.

Rhythm - Player 2

Rhythm is the precious princess of Queen Rilis. Her spiritual powers never cease to amaze people, powers she obviously inherited from the Queen. She can be very lively and headstrong. Of course, her kindness proves that she is the child of Queen Rilis.

Using the Controller

	Button	Moves characters at low speed.
	Button	Moves characters at high speed.
	Button	Confirms selections during menu screens.
	Button	Releases the balls.
	button	Cancels selections during menu screens.
	button	Pauses the game.
		Opens the menu.
		Decision button.
	Directional buttons	Moves characters.

Playing the Game

1) Title screen

Story:	Complete each stage to enjoy the story. (Two people can play at the same time)
Battle:	You can play against a friend. (But you cannot play by yourself).

High Score: The order of merit based on the points scored in the game is displayed.
Options: The game's settings can be altered. (For more information, see below).

Options Screen

SE: The game's sound effects can be switched on/off.
BGM: The game's background music can be switched on/off.
Level: The game's level of difficulty can be varied.
Movement speed: You can change the characters' basic movement speed.
(Note: The speed will be displayed when the controller is connected.)

3) World Selection Screen

You can start from any one of the six worlds surrounding the castle.

4) Stage Selection Screen

Choose a stage and start the game!

5) Game Screen

The stage is completed once you have destroyed all the available panels using the balls.

6) Boss Stage Screen

As you complete the various stages, there is a boss hiding the prism at the end of the world. Knock him down by aiming balls at his weak spots!

Pause Menu

Cancel: Press this button and you will return to the game
End: Choose the "End" button to save the game and return to the title screen.

What is the Combo Count?

The Combo Count is the number of panels destroyed by balls released by Prim or Rhythm before they return. Note that unless two or more panels are destroyed, they are not included in the Combo Count. As your Combo Count increases, your bonus points will also be multiplied.

What is a Magic Orb?

At each stage, there are accessories known as "Magic Orbs" hidden behind the panels. You can use Prim and Rhythm to get hold of them. They will help you in the game.

What is a Cast Window?

As you start a stage, you can obtain the number of Magic Orbs corresponding to the value of Magic Points (MPs) you have. MPs are the total Combo Counts from the previous stage accumulated with the current running total. You need a specific number of points to get a Magic Orb, so think about how you can obtain a Magic Orb with the MPs you have available.

When you finally select the Decision button, the game will start.

Playing Battle Mode!

Enjoy a good match between Prim and Rhythm!

You can play against a friend, and have fun by casting magic spells to obstruct your opponent, or by adopting your own style of play. If you want to stop in the middle of the match, choose the Pause Menu and choose End.

Note: Only two people can play.

Rules for Winning and Losing

If you destroy all the panels, you win.
If you drop all the balls, you lose.

Casting Magic Spells

When you destroy panels, you will accumulate Magic Points in the Magic Gauge. When the Magic Gauge is full, the Cast Window will open, and magic charms appropriate to your Magic Level will be displayed. The Cast Window only remains open for a set period of time, so select your magic charms quickly.

Using Different Kinds of Magic

If you increase the level of magic using the Magic Level button, you will be able to cast a higher level of magic spells.

Magic from the blue panel gives you an advantage.

Magic from the red panel puts your opponent at a disadvantage.

Magic Effects

Splitting and Acceleration:

This splits your opponent's ball in two and increases the speed of each part.

Ball Manipulation:

You can control the path of your own ball.

Small:

Using this effect can reduce the size of your opponent's area for catching balls for a while.

Barriers * 3:

You can place three barriers underneath the screen.

To find out what the remaining magic effects do, try them out with a friend and see!

Prim's Magic Handbook

Read this if you are aiming for a high score or want to beat opponents!

How to Earn More Combo Counts

Combo Counts are not only for opening the Cast Windows at the next stage; more importantly, they are linked to your score. Have a look at the message window when you have earned some Combo Counts. You will see that the Combo Counts are multiplied in your score. Your points are calculated as follows:

Bonus points = (The number of points earned in a Combo by destroying panels) * (Combo count) * 10

So the key is to get more Combo points, and to destroy high score panels during a Combo.

The key is the bonus you get after completing a stage.

The bonus for having no misses at a stage = 10 million extra points.

The bonus for having no misses in a world = 2^t (the number of visited worlds - t) * 100 million points

If you make a mistake, all the equations are reset.

About Magic Orbs

Orbs which change Prim and Rhythm:



The area for catching balls gets smaller



The area for catching balls gets bigger



You can catch balls. If you press the button, the ball is released.



After the ball has been released, you can change its path yourself.



The ball you have caught splits in two.



If you press this button, a ray is emitted which destroys everything.

Orbs which change the ball:



The speed of the balls increases



The speed of the balls decreases.



The balls penetrate the breakable panels



Press this button to destroy all the panels around the ball once.



Press this button to shatter the ball into a hundred pieces.



This increases the ball's size. Now you can destroy previously indestructible panels.

Changes to the stage:



'protect' > A barrier which protects the ball is attached below the stage.



Both sides of the stage stop bouncing the ball back, and allow the ball to pass through to the other side



Star-shaped weights come falling down and destroy all the panels

Others



1UP

Recapture the Prisms!

Previously, there was a guardian spirit in each of the worlds.

Now, however, they have been imprisoned by the villains.

You can save the guardian spirits if you successfully pass through the world.

However, sometimes you cannot recapture the prism at all. Will Prim and Rhythm lose the prisms forever? The prism is the proof of happiness! Please recapture the prism which belongs to each world.

And please rescue Queen Rilis...

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